

Amendments to the Claims:

1. (Currently amended) A gaming machine, comprising:
~~a game cabinet configured to house a game processor and a first game peripheral gaming machine components that allowing play of at least one game;~~
~~at least one lockable external access panel configured to allow access to at least a portion of the inside of the game cabinet when open; and~~
~~at least a first power supply located within the gaming cabinet, the power supply operably connectable to an external power source, wherein the power supply includes switched and unswitched connections, wherein a first game peripheral component is coupled to the switched connection and a second game processor component is coupled to the unswitched connection, and wherein the first game component is electrically isolated from the first power supply when the first power supply is turned off and the second game processor component remains electrically connected to the first power supply;~~
~~a first lockable external access panel configured to only allow access to the switched connections; and~~
~~a second lockable access panel located within the gaming cabinet, the second lockable access panel configured to only allow access to the unswitched connections.~~
- 2.-12. (canceled)
13. (Currently amended) A gaming machine, comprising:
~~a processor means for allowing at least one game to be played, wherein an outcome of the at least one game is at least partially based on a random outcome;~~
~~a game cabinet having an access door means that provides access to gaming machine components located within the game cabinet;~~
~~a first power supply located within the game cabinet; and~~
~~a distribution means located within the game cabinet, the distribution means connected to the first power supply, wherein the distribution means electrically disconnects a first portion of the distribution means when the first power supply is turned off while a second portion of the distribution means remains electrically connected; and~~

a second lockable access door located within the game cabinet, the second lockable access door restricting access to the second portion of the distribution means.

14. (Previously presented) The gaming machine of claim 13, wherein the second portion of the distribution means further comprises a second power supply having a second distribution means.

15. (Previously presented) The gaming machine of claim 14, wherein the second power supply comprises a low voltage power supply that is connected to a main processor board via the second distribution means.

16. (Previously presented) The gaming machine of claim 14, wherein the second power supply further comprises a switching means allowing electrical disconnection of the low voltage power supply from the second distribution means.

17. (Previously presented) The gaming machine of claim 13, wherein the first power supply further comprises:

a high voltage power supply connected to a high-voltage power distribution means; and
a low voltage power supply connected to a low-voltage power distribution means.

18. (Currently amended) A gaming machine, comprising:
a gaming cabinet defining an interior space;
a gaming cabinet door coupled to the gaming cabinet, wherein the gaming cabinet door limits access to the interior space of the gaming cabinet;
a high-voltage power supply that includes a power switch, distribution box, and a pass-through connection, wherein the high-voltage power supply is located within the gaming cabinet;
a low-voltage power supply in communication with the high voltage power supply via the pass-through connection, wherein the low-voltage power supply is located within the gaming cabinet, and wherein access to the low-voltage power supply is restricted by a lockable door;
one or more high-voltage gaming components connected to the high-voltage power supply; and
one or more low-voltage gaming components connected to the lower-voltage power supply;

wherein the one or more high-voltage gaming components are electrically disconnected from the high-voltage power supply when the power switch is turned off while the low-voltage gaming components remain electrically connected to the low-voltage power supply.

19. (Previously presented) The gaming machine of claim 18, further comprising a second power switch associated with the low-voltage supply.

20. (canceled).